Harvesting the Zeros

How then did the world come to have duplicity in the first place? Children learn it from their parents and so on, but where did it begin? Did early man have these problems?

The Bible says it all began in the Garden of Eden with Adam and Eve tasting the apple, at the snake's behest. Let it be said in their defense, it was a snake whose appearance wasn't against God's will. Did God set them up for a fall? Was it an essential part of human evolution that we all went through this duplicitous phase before moving on?

We may never know fully what happened in the Garden of Eden. All we know for sure is that negativity entered the world, the sky darkened, and suddenly Adam and Eve didn't have it made anymore.

The System Itself

Harvesting the Zeros, like Trilogy, isn't a practical system and is offered here more as a mathematical curiosity, the natural endpoint of the evolution begun in Two-Step and continued in Trilogy. If you're actually out to hedge a roulette wheel, use

the system in chapter 25, "The Red-and-Black Hedge." That much said, however, let's consider Harvesting the Zeros.

Mathematical Analysis

A comparison of tables 11.1 and 12.1 serves to illustrate the buffering effect that Harvesting the Zeros has. In table 11.1, the Trilogy game, the extremes of profit run from a low of –$222 in deficit to a high of $78 profit, a $300 range, while in table 12.1, below, the Harvesting the Zeros game, the extremes go from a low of –$31 in deficit to a high of $105 profit, a $136 range, less than half as extreme as the range in the Trilogy game.

Table 12.1
Harvesting the Zeros

Bet No.	Col 1	D	Col 2	D	Col 3	D	Total Out	Total In	Profit
	Amounts and Decisions (W = win)								
1	$8		$8	W	$8		$26	$24	–$2
2	9	W	6		9		52	51	–1
3	7		7	W	10		78	72	–6
4	8		5	W	11		104	87	–17
5	9		3		12	W	130	123	–7
6	10		4	W	10		156	135	–21
7	11		2		11	W	182	168	–14
8	12		3	W	9		208	177	–31
9	13		1		10	W	234	207	–27
10	14		2		8	W	260	231	–29
11	15	W	3		6		286	276	–10
12	13	00	4	00	7	00	312	311	–1
13	14	W	5		8		341	353	12
14	12	W	6		9		370	389	19
15	10		7		10	W	399	419	20
16	11		8		8	W	428	443	15
17	12	W	9		6		457	479	22
18	10		10		7	W	486	500	14
19	11		11	W	5		515	533	18
20	12		9		6	W	544	551	7

AMOUNTS AND DECISIONS
(W = WIN)

BET No.	COL 1	D	COL 2	D	COL 3	D	TOTAL OUT	TOTAL IN	PROFIT
21	13		10		4	W	573	563	−10
22	14		11	W	2		602	596	−6
23	15	W	9		3		631	641	10
24	13		10		4	W	660	653	−7
25	14	W	11		2		689	695	6
26	12		12	W	3		718	731	13
27	13		10	W	4		747	761	14
28	14	W	8		5		776	803	27
29	12		9		6	W	805	821	16
30	13		10	W	4		834	851	17
31	14	W	8		5		863	893	30
32	12		9	W	6		892	920	28
33	13	W	7		7		921	959	38
34	11	00	8	00	8	00	950	994	44
35	12	W	9		9		982	1,030	48
36	10		10	W	10		1,014	1,060	46
37	11		8	W	11		1,046	1,084	38
38	12	W	6		12		1,078	1,120	42
39	10	W	7		13		1,110	1,150	40
40	8	W	8		14		1,142	1,174	32
41	6	W	9		15		1,174	1,192	18
42	4		10		16	W	1,206	1,240	34
43	5		11		14	W	1,238	1,282	44
44	6		12	W	12		1,270	1,318	48
45	7	W	10		13		1,302	1,339	37
46	5		11	W	14		1,334	1,372	38
47	6	W	9		15		1,366	1,390	24
48	4		10	W	16		1,398	1,420	22
49	5	W	8		17		1,430	1,435	5
50	3	W	9		18		1,462	1,444	−18
51	1		10		19	W	1,494	1,501	7
52	2		11	W	17		1,526	1,534	8
53	3		9	W	18		1,558	1,561	3
54	4		7		19	W	1,590	1,618	28
55	5		8	W	17		1,622	1,642	20
56	6	W	6		18		1,654	1,660	6
57	4	W	7		19		1,686	1,672	−14
58	2		8		20	W	1,718	1,732	14
59	3		9		18	W	1,750	1,786	36
60	4		10		16	W	1,782	1,834	52
61	5		11	W	14		1,814	1,867	53

Amounts and Decisions
(W = win)

Bet No.	Col 1	D	Col 2	D	Col 3	D	Total Out	Total In	Profit
62	6	W	9		15		1,846	1,885	39
63	4		10		16	W	1,878	1,933	55
64	5		11		14	W	1,910	1,975	65
65	6	W	12		12		1,942	1,993	51
66	4	0	13	0	13	0	1,974	2,028	54
67	4	W	14		14		2,009	2,043	34
68	3		15		15	W	2,044	2,088	44
69	4		16		13	W	2,079	2,127	48
70	5		17	W	11		2,114	2,178	64
71	6		15	W	12		2,149	2,223	74
72	7		13		13	W	2,184	2,262	78
73	8	0	14	0	11	0	2,219	2,297	78
74	9		15		12	W	2,257	2,333	76
75	10		16	W	10		2,295	2,381	86
76	11	W	14		11		2,333	2,414	81
77	$9		$15		$12	W	$2,371	$2,450	$79

To understand all this, and why zero harvesting works the way it does, let's take a look at the numbers.

A Trilogy game consists of three simultaneous games of Two-Step. If each Two-Step game produces a theoretical profit of $1 (or one unit) on every turn of the wheel, then a Trilogy game produces a theoretical profit of $3 (or three units) on every turn of the wheel. The essence of zero harvesting is to forgo $2 of that $3 profit and spend the $2 instead, placing $1 bets each on zero and double zero. This way the Trilogy part of the game is theoretically earning only $1 on each turn of the wheel but it's making it possible for you to bet zero and double-zero *for free* on every turn of the wheel. Thus you're eligible to get a beautiful 35-to-1 payoff every time either a zero or a double-zero shows up on the wheel. On average this should be once in every nineteen turns. Fewer than that, you end up losing money. More than that, you end up making a nice profit.

If this sort of hedging should ever get you barred from a casino, you might want to let the press know.

The game charted out in table 12.1 has no extremes of luck either way. It won a mere $79 and was so solidly hedged it never went more than –$31 into deficit. The middle column was the theoretical big loser in this example, but in absolute terms it didn't lose anything, it just happened to be $9 above its starting point when I called it quits.

The middle column would have begun to win eventually had I hung in long enough. In fact, it hadn't even risen far enough up the scale yet to qualify for half peak. It started at $8, which meant it would have had to go all the way to $21 to establish $10.50 or $11 as a valid half peak.

The other two columns did considerably better. The third column went to a high of $20, coming to rest ultimately at $12 on turn No. 77.

A Frank Evaluation

Harvesting the Zeros is a theoretically interesting system, but it's utterly impractical and I wouldn't consider trying to make it work in real life. If you like roulette, I recommend the holistic systems, played invisibly. I'll be getting to them next. Either that or, if you're with a partner, the roulette hedging system in chapter 25, once again, the Red-and-Black Hedge. It's designed to zero in on one of the fundamental weaknesses of the roulette layout, an irregularity in the distribution of colors, a mistake someone made back when roulette was first invented.

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